

RAPIER COMBAT CONVENTIONS & WEAPONS STANDARDS FOR ESTRELLA WAR XXVIII

I. Estrella Rapier Marshals and Rapier Marshaling Team:

- a. The Estrella War Rapier Marshal (ERM) will serve as the primary marshal for armor/weapon inspections and marshaling of rapier scenarios.
- b. The ERM shall form a Rapier Marshaling Team (RMT) that works together to administer and manage all rapier activities.
- c. The RMT holds primary responsibility for:
 1. Coordinating setup for all rapier scenarios defined in this Treaty and marshaling of the combat fields for those scenarios.
 2. Ensuring the safety of spectators, unarmored participants, marshals and rapier combatants. In this capacity they are responsible for defining boundaries and guidelines to minimize the risk to spectators, participants, and bystanders within the constraints of the site.
 3. Holding a Marshals' Court at the end of each day of fighting to address any issues of the combat field.

II. Marshaling

- a. At least one member of the RMT must marshal the field during all melee scenarios.
- b. There shall be at least 1 marshal for each 25 fighters on any melee field.
- c. There shall be at least 1 marshal for each 2 active arenas during tournament combat.
- d. A marshals-and-commanders meeting will be held at Marshals' Point at 4pm on Wednesday, March 28, 2012.
- e. All field marshals will have notepads available to record incidents that arise during the Rapier Scenarios. The RMT may choose to address incidents immediately and/or at the Marshals' Court.
- f. Marshals shall use the phrase "edge of the world" to warn combatants when melees approach the edge of the field. "Edge of the world" in no way implies a hold. Any fighter(s) that continue to retreat and touch the edge of the field are "killed" and will be informed of such by the marshal.
- g. Unless otherwise published, the "Atenveldt Kingdom Rapier Rules" will be the default for all tournaments and melees.
- h. If the condition of the melee field is found to be a safety concern, melee tournaments and/or an alternative combat venue will be used. This decision must be made by the ERM in consultation with Estrella War Staff and the Crown.

III. Armor and Weapons Guidelines/Inspections:

- a. Atenveldt allowable blade conventions will be observed.
- b. Parrying devices and rubber band guns need to be inspected only once during the War.
- c. Armor and Weapons must be inspected daily.
- d. Inspections must be from a member of the RMT or a marshal designated by them.
- e. Inspections will be available at Rapier Marshals' Point, Principal Kingdom Musters, and any official tournament.
- f. Any Rapier Fighter from any Kingdom under the age of 18 years:
 1. May only be inspected at Marshals' Point by a Youth Marshal.
 2. Must have a parent or legal guardian on site and with them at daily inspection to sign paperwork.
 3. Must display a yellow diamond "Youth Fighter" mark on both their glove and mask.

- g. Rubber Band Guns (RBGs):
 1. RBGs will be used in scenarios on Thursday and Friday.
 2. Each side will have ammo equal to 20% of the opposing force, rounded down.
 3. Dead fighters may not pass off guns or ammunition.
 4. Spent ammo may not be re-used in the same scenario.
 5. RBG ammunition may not be filled with material or otherwise artificially weighted.
 6. RBGs and simulacra may not be modified to falsely appear loaded.

IV. Rules of Engagement:

- a. Rules cannot replace common sense, good judgment and concern for the safety of all participants. “Rules Lawyering” will not be tolerated. Anyone trying to bend or break rules to gain unfair advantage will politely be asked to stop. If the questionable action persists or constitutes a safety violation, any marshal may remove offender from the field and they may be subject to further sanction by the ERM or their respective KRM.
- b. Target Areas and Valid Touches:
 1. The entire body is a legal target.
 2. There is no “armor as worn” during melee combat and all combatants are assumed to be unarmored when judging the validity of blows. Combatants need only make their blows felt through their opponent’s clothing.
 3. Valid touches are thrusts, push cuts, draw cuts, and tip cuts. A slap, flat or skipping blow does not constitute a valid cut.
 4. Society rules will be utilized for determining the validity and result of touches.
 5. Unless IV.C below applies a combatant that loses the use of both arms/hands may step off the line of combat and remain active. If any armed opponent then enters engagement distance, the “disarmed” fighter must immediately yield and quit the field.
- c. “Capture for Ransom” may be used in designated scenarios.
 1. All Royalty, Peers, Landed and Court Barons, Defenders of the White Scarf (or other Kingdom equivalent Grant level Rapier fighters and Team Commanders and Lieutenants are subject to “Capture for Ransom”.
 2. For capture to be made the following must occur.
 1. The Captive must be alone outside of engagement distance of any friendly forces.
 2. Captive must be wounded. A dead captive cannot be ransomed.
 3. “Suicide” will not be allowed by wounded fighters to prevent capture.
 3. The Captive is addressed “My Lord/My Lady, you are my prisoner”.
 4. The Captive must surrender and accompany the Captor to the opposing field edge or prison and must remain there for the duration of that scenario unless otherwise noted.
 5. A captive may be rescued before they reach the opposing edge by friendly forces. The captive may not help in the rescue and must stay with the Captor until the rescuers remove the Captor.
 6. At the end of each scenario, or specified point in the battle, captives will be counted and released and ransom assessed to each team by the RMT. The following ransom will be assessed for each rank: 15 gold = Royalty; 12 gold = Commanders; 10 gold = Peers, White Scarf or equivalent, landed barons; 5 gold = Lieutenants and court barons.
- d. “Death from Behind” and “180° Engagement” shall be used in all melee scenarios.
 1. “Death from Behind” is safely performed by approaching an opponent from behind and laying a sword blade (not a dagger blade) upon their shoulder. A minimum of 1/3 of the blade should be visible to the opponent. The attacker

- a. Rapier Marshal's Point will be open Thurs-Sat starting at 9AM.
- b. Wednesday: Field Setup starts at 10AM
- c. Thursday: Tournaments start at 10am. Melee scenarios start at 1pm.
- d. Friday: Melee scenarios start at 10AM. Tournaments will start one hour after Melee is completed
- e. Saturday: Melee scenarios start at 10 AM.